CLAIMS AMENDMENTS

1 (Currently Amended) A player terminal configured for use in a gaming environment, where the gaming environment is one where cash cannot be used at the player terminals, and where cashless vouchers are used at the player terminals and where the cashless vouchers further comprise indicia thereon, and where the indicia further comprises a transaction identifier, the player terminal comprising:

a game operably disposed within said player terminal, said game usable for gambling and playable by a player;

a network interface for operably connecting said player terminal to a communications network;

a cashless voucher reader operably disposed within said player terminal and configured to read cashless voucher indicia;

a cashless voucher printer operably disposed within said player terminal and configured to print cashless voucher indicia on a cashless voucher; and,

where said player terminal is further configured to

receive cashless voucher indicia from said cashless voucher reader,

send said cashless voucher indicia operably out of said network interface,

receive value data from said network interface where said value data comprises a value associated with a transaction identifier extracted from said cashless voucher indicia,

generate a transaction identifier,

2

associate a value with said generated transaction identifier and then send said associated information operably out of said network interface, and,

use said generated transaction identifier to print a cashless voucher having indicia thereon correlating to said generated transaction identifier.

2 (Original) The player terminal of claim 1 where said indicia on said cashless vouchers further comprises at least partially encrypted data.

3 (Original) The player terminal of claim 1 where said transaction identification comprises a value derived from time.

4 (Previously Presented) The player terminal of claim 1 where said transaction identification comprises a value that makes use of at least one of: date, machine number, or random number.

5 (Currently Amended) A method for using cashless vouchers with a player terminal having a game usable for gambling operably disposed therein, in a gaming environment where cash cannot be used at the player terminals, and cashless vouchers are used at the player terminals and where the cashless vouchers comprise indicia thereon, and where the indicia further comprises a transaction identification, the method comprising:

receiving a cashless voucher into a cashless voucher reader operably disposed within a the player terminal;

3

reading said indicia on said cashless voucher;

sending said indicia via a network to a computer having operably disposed thereon

a database configured to associate said transaction identification portion of said indicia

with a value;

receiving from said computer having said database said value associated with said

transaction identification portion of said indicia;

making playable a number of game credits corresponds to said received value, and

generating a transaction identifier by said player terminal <u>and associating said</u>

<u>generated transaction identifier with a value transmittable to said computer, said</u>

<u>generated transaction identifier</u> for use on a cashless voucher when a cash-out occurs

which requires a voucher to be printed at said player terminal.

6 (Previously Presented) The method of claim 5 where said transaction identifier is at

least partially encrypted.

7 (Previously Presented) The method of claim 5 where said transaction identifier

comprises a value derived from time.

8 (Previously Presented) The method of claim 7 where said transaction identifier

comprises a value making use at least one of: date, machine number, or random number.